

RALLY CROSS CHALLENGE

Rally Cross is the toughest and most challenging of motor car sports. The skills and temperament of the drivers are as important as the power, speed and manouevrability of the car. RALLY CROSS CHALLENGE tests the temperament and driving skills of the players as the defeated drivers are gradually replaced by computer drivers of increasing skill and experience.

NUMBER OF PLAYERS

AMIGA - ST - IBM: 4

AMSTRAD - CBM 64 - SPECTRUM - MSX: 2

CONTROLS

J/S = JOYSTICK ; K.B. = KEYBOARD

4 Players : 4 Joysticks using SPECIAL ADAPTOR
 PL.1 & PL.2 - J/S : PL.3 & PL.4 - K.B.

3 Players : PL.1 & PL.2 - J/S : PL.3 - K.B.

2 Players : Joysticks or J/S and Keyboard or Keyboard

1 Player : Joystick or Keyboard

LOADING

WARNING: Ensure that the disc is **WRITE PROTECTED** at all times.

AMIGA: Insert the disc when the computer asks for the WORK BENCH.
ST: Insert the disc and Switch on the computer.

IBM : Boot up MS DOS. Type RALLYX and press the ENTER key.

CBM64 - SPECTRUM - AMSTRAD - The program is recorded on one side and all the tracks are recorded on the other side. When the program has loaded, stop the player. Turn over the tape and press the play button. When the number of tracks the memory can accommodate are loaded, STOP TAPE message will be displayed. Stop the tape. Follow screen instructions to load further tracks. If the track 1 has to be re-loaded, rewind the tape.

CBM64 (Cass) : Type LOAD and press the RETURN key.
 (Disc) : Type LOAD"**.8,1 and press the RETURN key.

AMSTRAD (Cass) : Press CONTROL and small ENTER key together.
 (Disc) : Type RUN"DISC and press the ENTER key.

SPECTRUM (Cass) : Type LOAD"" and press the ENTER key.
 (Disc) : Press ENTER on LOADER.

MSX : Type Run"CAS:" and press the ENTER key.

PLAYING INSTRUCTIONS

The challenge starts on the first track. At the end of the race the last placed contestant is replaced by a computer controlled driver. The computer drivers personalities range from cautious to reckless and have a few dare devils in their ranks. Their skills range from novice to expert. A combination of character, skills and experience creates a range of drivers to provide an ever increasing challenge to the players. The First, Second and Third placed players are awarded 4, 2 and 1 points respectively. These points can be used to enhance the player's car or improve pit efficiency.

OPTION PAGE

The option page displays a T.V. monitor for each player. Each monitor has 7 icon displays at the bottom.

ICON DISPLAY - FUNCTION

1. **TURBO** - Each unit gives extra acceleration, reducing the time required to reach TOP speed.

2. **STEERING** - Each extra unit increases the rate of steering and maximum steering.
3. **TRACTION** - Improves the road holding capabilities of the car, allowing the player to maintain high speeds round the bends.
4. **AERODYNAMICS** - Increases the TOP speed of the car.
5. **REPAIR TIME** - Improves the pit efficiency, reducing the pit stop times.
6. **BRAKES** - Reduces the braking distance.
7. **GO** - A multi-function icon used for:
 - a. Signify that selection is over.
 - b. Change car control method. There are 3 methods of controlling the car. See CAR CONTROL for fuller description.

ICON CONTROL

Move J/S left or right to highlight the Icon. 1Move J/S up or down to change the units of the Enhancement icons.

GO - Move J/S up to display 1, the default car control method. Press F.B. to change to 2 or 3 or back to 1.

Move J/S down to display GO. Press F.B. to end selection. The monitor screen will switch OFF.

The monitor screen shows useful information like the weather, credits computer drivers, etc.

When all players have COMPLETED the selection, press F.B. to EXIT the OPTION page.

CAR CONTROL	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
AMIGA - ST	RED	BLUE	GREEN	YELLOW
IBM-CBM 64-AMSTRAD	RED	BLUE	—	—
SPECTRUM - MSX	1	2	—	—
CONTROL OPTIONS	OPTION 1	OPTION 2	OPTION 3	
TURN LEFT	LEFT	LEFT	LEFT	
TURN RIGHT	RIGHT	RIGHT	RIGHT	
ACCELERATE	UP	UP	AUTOMATIC	
BRAKE	DOWN	F.B.	F.B.	
HAND BRAKE	F.B.	DOWN	DOWN+F.B.	

STARTING RACE

Only when all the selections have been made on the OPTION page i.e. all monitor screens switched off, the next track to be raced is shown. The count down starts. As soon as the lights go GREEN, Accelerate the car to start the race. Premature start is penalised.

REMEMBER, the last placed contestant is ELIMINATED

GOOD LUCK!

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Program: Amiga - ST - IBM by Ultra Graphics.

CBM 64 - Spectrum - Amstrad - MSX by Enigma Variation.

SPECIAL 4 Joysticks Adaptor available from Microdeal, Tiverton, Cornwall.